Spare Directory On Track 0.
Use C/Bas to Restore
Back up Copy on Side B
(Single Sided!)

GRAPHICOM PART II

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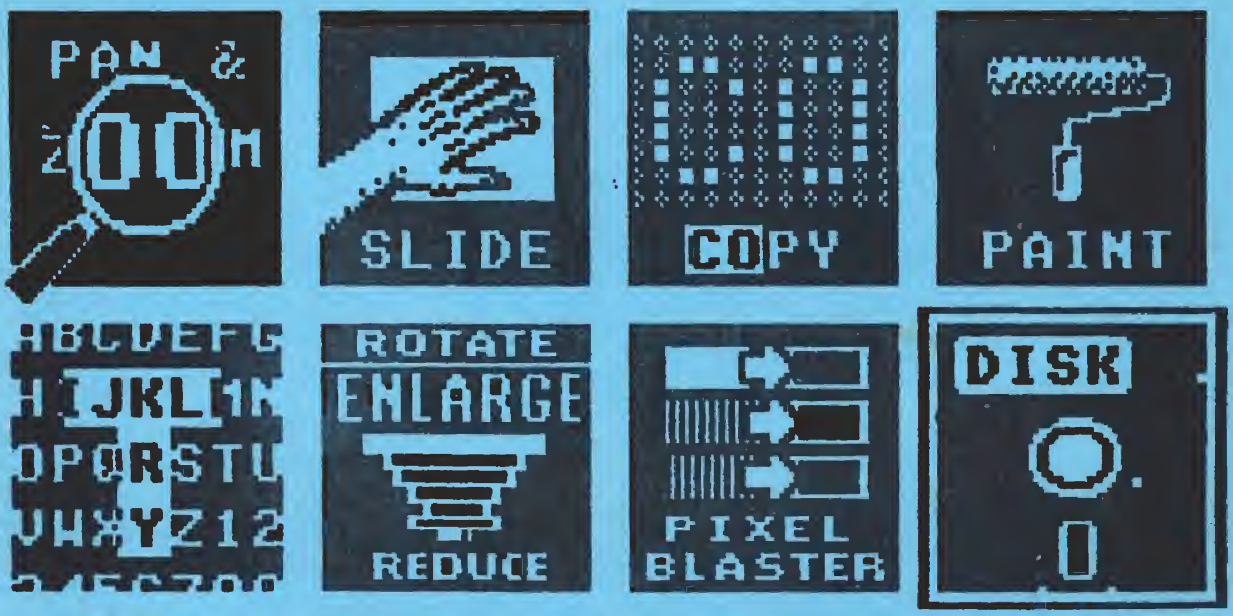

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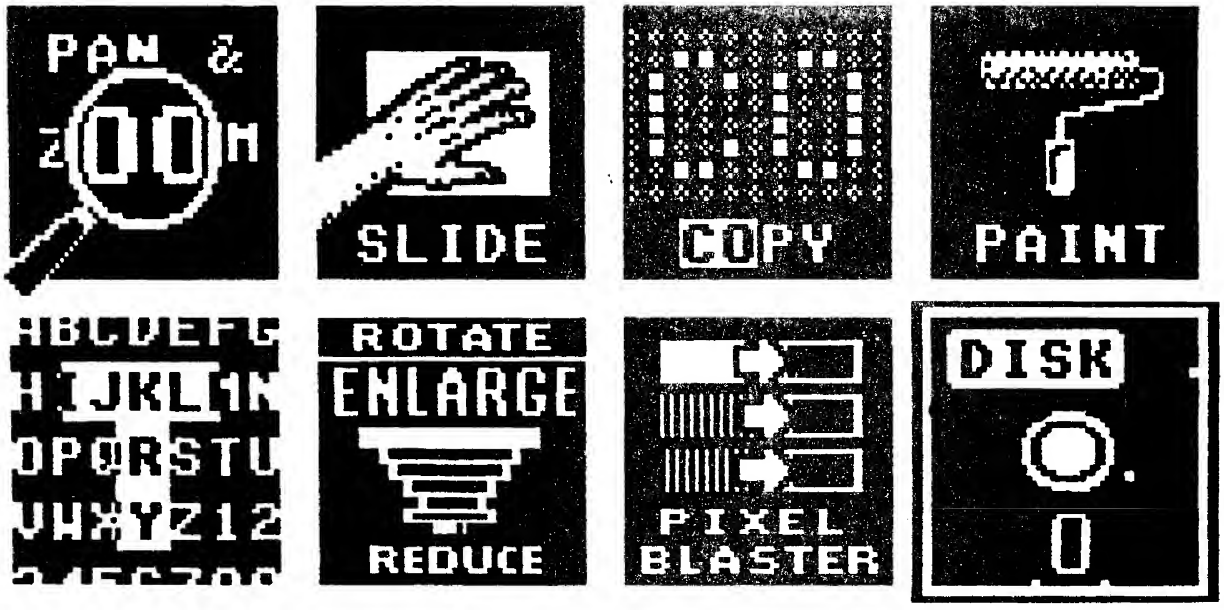

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CREDITS

Programming for GRAPHICOM PART II was provided by Scott Smith, Eric White, and Bruce Farrington. Graphics and Artwork for GRAPHICOM PART II were provided by Eric White.

ORIGINAL GRAPHICOM

The original GRAPHICOM program and GRAPHICOM PART II are separate products produced by different companies. Both GRAPHICOM PART II and the original GRAPHICOM are available from COMPUTIZE INC. The original GRAPHICOM is produced thru CHESHIRE CAT COMPUTER CREATIONS.

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MINIMUM REQUIREMENTS

* 64K COLOR COMPUTER or COLOR COMPUTER II
* 1 DISK DRIVE with DISK CONTROLLER

========== STOP ==========

Before proceeding any further BACKUP the supplied DISK(S) with the BACKUP command. After performing the BACKUP put the supplied DISK(s) away for archival.

The four DISKS that GRAPHICOM PART II uses are:

(1) GRAPHICOM PART II program disk

(2) GRAPHICOM PART II user fonts disk

(3) GRAPHICOM format picture disk

(4) Any disk that contains a HI-RES picture in binary format . Also known as a standard format picture disk.

JOYSTICKS or KEYBOARD

GRAPHICOM PART II uses either the KEYBOARD or JOYSTICK input (self centering) as the main input device. You can switch between the keyboard and joystick input freely and as often as you like. Once selected the input device, keyboard or joystick, will remain selected until you change it except for the "TYPESETTER - CHARACTER EDITOR" which uses only keyboard input. If you have the joystick selected as the input device and go to the "TYPESETTER - CHARACTER EDITOR" the joystick will be automatically selected again when you exit the "TYPESETTER - CHARACTER EDITOR". When you first run GRAPHICOM PART II the keyboard is selected as the default device. If using joystick input, the joystick may be either in the left or right joystick connector as GRAPHICOM PART II will sense which joystick has been selected.

It should be noted that if you desire to use joystick input with GRAPHICOM PART II, the joystick SHOULD BE the self centering type. Use of non-centering joysticks will not hurt anything, but will make GRAPHICOM PART II extremely hard to use.

To select the joystick as the new input device when the keyboard is currently selected, press the "FIRE BUTTON" on the joystick when at the MAIN MENU or any SUB-MENU. To select the keyboard as the new input device when the joystick is currently selected, press the "SPACE BAR" from the MAIN MENU or any SUB-MENU. Only switch input devices from the MAIN MENU or a SUB-MENU. DO NOT try to select a new input device while a picture is being displayed or is being worked on by the GRAPHICOM PART II programs.

If using the joystick as the input device, pushing the joystick up or away from you will cause the GRAPHICOM PART II cursor, select block, or cross-hairs to move in an upward direction. Pressing the joystick down or towards you will cause the cursor, select block, or cross-hairs to move down. Movement of the joystick left or right will cause the the cursor, select block, or cross-hairs to move in the corresponding direction. The joystick "FIRE BUTTON" is used to actually perform the selected function.

For keyboard input the up, down, left, and right keys perform the same functions as the corresponding joystick movement. The "SPACE BAR" is used in place of the "FIRE BUTTON" for keyboard input.

For the remainder of the documentation we will assume the joystick as the input device selected.

When switching input devices a tone will be produced indicating that the device switch has taken place. This is a unique tone and is different from the "ABORT TONE" discussed later in the documentation.

ABORT and OPPS

Almost any function can be aborted once selected by pressing and holding the "FIRE BUTTON" until you hear 3 tones. Those functions which cannot be aborted can be nullified with the use of OPPS.

OPPS allows undoing or returning a picture to its form just prior to the previously selected function. The OPPS option appears on all of the picture modifying SUB-MENUS.

CURSORS, SELECT BLOCKS, WINDOWS, and CROSS-HAIRS

The GRAPHICOM PART II cursor is seen on SUB-MENUS and is represented by a small black and white hand with a pointing finger. Use the joystick to position the cursor to the desired sub-function and press the "FIRE BUTTON" to select that sub-function. When in the TYPESETTER or editing characters in the CHARACTER EDITOR the cursor is defined as a blinking box, the size of which is determined by the height and width of the characters.

Select blocks are used throughout GRAPHICOM PART II for a variety of functions. Their main use is to define a portion of a picture to be worked on by some function. They are also used on the MAIN select screen for MAIN function select and on the DISK directory screen when working with a GRAPHICOM format disk.

Cross-hairs are seen on the picture modification screens and usually are used to define or pin-point a specific pixel or pixel pair for a graphics function about to take place.

Windows are used with the picture modification functions and can best be described as variable select blocks the size of which are set by you within each function.

COMMON OPTIONS

The following options are seen on the various SUB-MENUS and are described here:

RETURN TO MENU - PREVIOUS MENU - MENU

These select options will return control to the previous MENU.

LOOK AT SCREEN - VIEW PICTURE

These two options will display the current picture in the GRAPHICOM PART II work area.

PMODE - CHANGE DISPLAY MODE

Use the joystick with the "FIRE BUTTON" to toggle through the four possible PMODEs that GRAPHICOM PART II is capable of working in.

MODE COLOR B&W

Selects whether GRAPHICOM PART II will process the HI-RES pixels as individual black & white pixels or colored pixel pairs (red, blue, white, or black). Use the "FIRE BUTTON" to toggle between the two modes.

CHANGING DISKS

From time to time depending on the functions selected and the number of disk drives in use GRAPHICOM PART II will display a message to change or insert various disks. Follow the directions and press the "FIRE BUTTON". In the following messages the program will replace the x with a valid drive number. Some of the various messages are:

Please insert STANDARD-FORMAT
picture disk into drive x

Please insert FONTS DISK
into drive x

Please insert GRAPHICOM
picture disk into drive x

ERROR MESSAGES

If GRAPHICOM PART II senses an ERROR condition on the disk it will produce a series of tones and display an information message associated with the error. Take the appropriate corrective action and proceed.

PICTURE FORMATS

All pictures that GRAPHICOM PART II works with are HI-RES (PMODE 4) pictures. Each picture occupies a total of 6144 bytes on disk or in memory. The pictures to be loaded or saved with GRAPHICOM PART II may be either in a binary file on disk or on a GRAPHICOM format disk.

A GRAPHICOM format disk is specially formatted for use with the original GRAPHICOM (from CHESHIRE CAT) or now GRAPHICOM PART II. GRAPHICOM PART II should have no problem loading any picture disk created with the original GRAPHICOM.

It should be noted that GRAPHICOM PART II checks to insure that a picture to be loaded is really a picture and not just a binary file. Some other graphics editor/processor programs write binary picture files to disk that are not always correct and for this reason GRAPHICOM PART II will NOT load an incorrectly formatted picture.

USING GRAPHICOM PART II

To run GRAPHICOM PART II place the GRAPHICOM PART II program disk in drive 0 and type RUN"BOOT"<ENTER>. After a short time the GRAPHICOM PART II start-up picture will appear. At this time press the reset button on the computer until the upper left hand corner of the picture is red then press any key on the keyboard. The MAIN function menu will appear next. At this time you can select the joystick as the input device if using the joystick.

DO NOT remove the GRAPHICOM PART II program disk from the drive at any time unless instructed to do so by the program. Each main function except disk access has at least two additional modules to load from the program disk as the main functions are selected. For multiple drive users the GRAPHICOM PART II program disk and the picture disk may be designated to be on separate drives with the use of disk access sub-menu.

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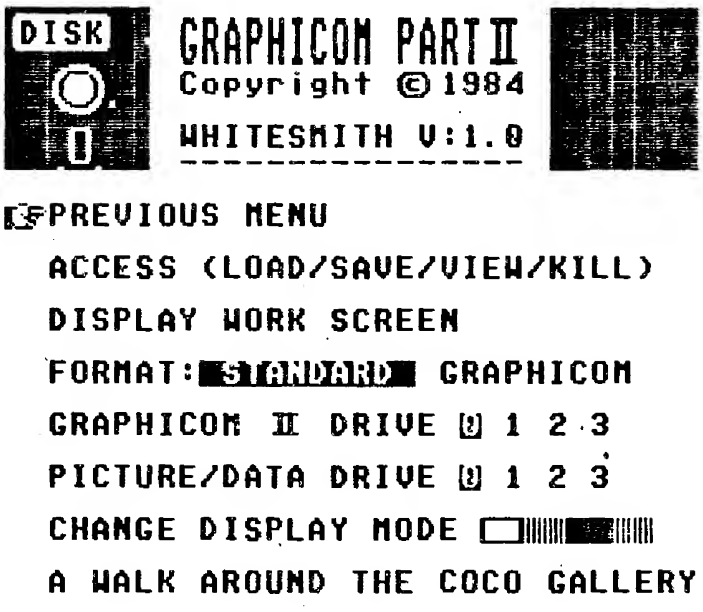
From the MAIN SELECT MENU select the function desired. The eight MAIN FUNCTIONS available are:

PAN/ZOOM
SLIDE
COPY
PAINT
TYPESETTER/CHARACTER EDITOR
ROTATE/ENLARGE/ROTATE
PIXEL BLASTER
DISK ACCESS

DISK ACCESS

Select the DISK ACCESS function from the main menu by moving the select block to the lower right hand corner and press the "FIRE BUTTON". After the selection is made the following SUB-MENU will appear:



Select the desired sub-function with the cursor and "FIRE BUTTON"

DISK ACCESS - SUB FUNCTIONS

PREVIOUS MENU - return to the main select menu

ACCESS (LOAD/SAVE/VIEW/KILL) - selects the DISK I/O screen for loading, saving, viewing, and killing pictures on disk.

DISPLAY WORK SCREEN - displays the current picture in the GRAPHICOM II work area

FORMAT: STANDARD GRAPHICOM - toggles between standard and original GRAPHICOM format picture disks. Pressing the "FIRE BUTTON" will alternately black hi-light the format selected

GRAPHICOM II DRIVE 0 1 2 3 - sets the drive for the GRAPHICOM PART II program disk. Pressing the "FIRE BUTTON" will black hi-light the format selected. The default drive is 0

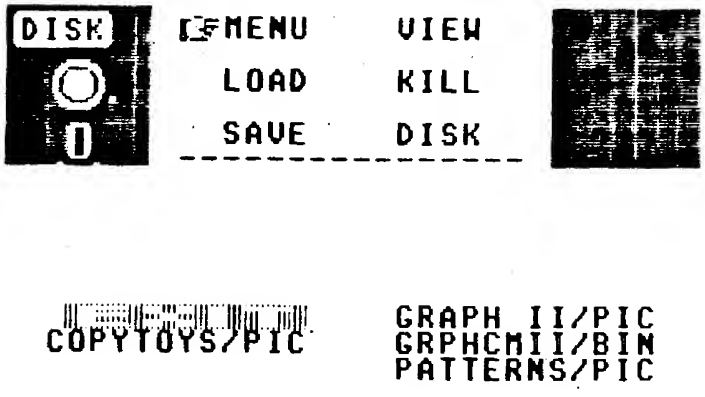
PICTURE/DATA DRIVE 0 1 2 3 - sets the drive for the picture

or data files. Pressing the "FIRE BUTTON" will black hi-light the format selected. The default drive is 0

CHANGE DISPLAY MODE : Sets the MODE for pictures being used. Select 1 of the 4 modes as desired. The default is the normal HI-RES

A WALK AROUND THE COCO GALLERY : Displays all of the pictures on the disk selected as the picture disk. Keep pressing the "FIRE BUTTON" to display the next picture until all have been displayed from the disk. Control will return to this sub-menu when all of the pictures have been displayed.

DISK ACCESS - SUB-MENU - BINARY



This menu is the actual DISK ACCESS I/O menu which loads, saves, and views pictures.

MENU - return to previous menu

LOAD - after selection move the cursor to the desired picture file to be loaded and press the "FIRE BUTTON"

SAVE - after selection move the cursor to the desired file name to save the picture to or move the cursor to the end of the directory list and press the "FIRE BUTTON" to enter a new name. If entering a new name press the "FIRE BUTTON" again to give access to the keyboard and type in the new name followed by <ENTER>

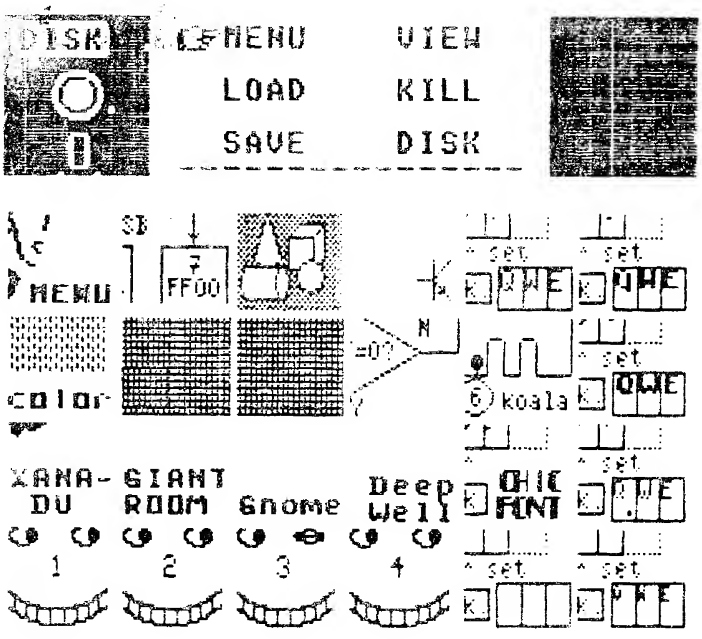
VIEW - after selection move the cursor to the desired pictue to display and press the "FIRE BUTTON" to display that picture. Press the "FIRE BUTTON" again after the picture is displayed to return to the SUB-MENU

KILL - after selection move the cursor to the desired picture to be killed and press the "FIRE BUTTON" to kill that picture

DISK - select this function to re-read the disk directory. This function is used if you have changed picture disks. Do not change picture disks without selecting this option after the new disk has been put into the drive

EXIT - use this function to exit from the directory portion of this SUB-MENU and return to the top of the SUB-MENU

DISK ACCESS SUB-MENU original GRAPHICOM



This is the disk directory SUB-MENU of an original GRAPHICOM picture disk. All functions are the same as the BINARY disk except a select block is used instead of a cursor to select the pictures. Use the ABORT sequence to exit the directory portion in place of the EXIT option.

PAN & ZOOM

PAN & ZOOM is used to inspect or draw a picture in 2, 4, or 8 power. As with the other picture altering functions there is a B&W and COLOR mode. The PAN & ZOOM can be used for HI-RES picture drawing and is extremely suited for detail work.

The PAN & ZOOM is selected from the MAIN MENU by placing the select block in the upper left hand corner and pressing the "FIRE BUTTON". The PAN & ZOOM SUB-MENU will appear next.

RETURN TO MENU
LOOK AT SCREEN
PAN & ZOOM
MODE B&W COLOR
OOPS
PMODE

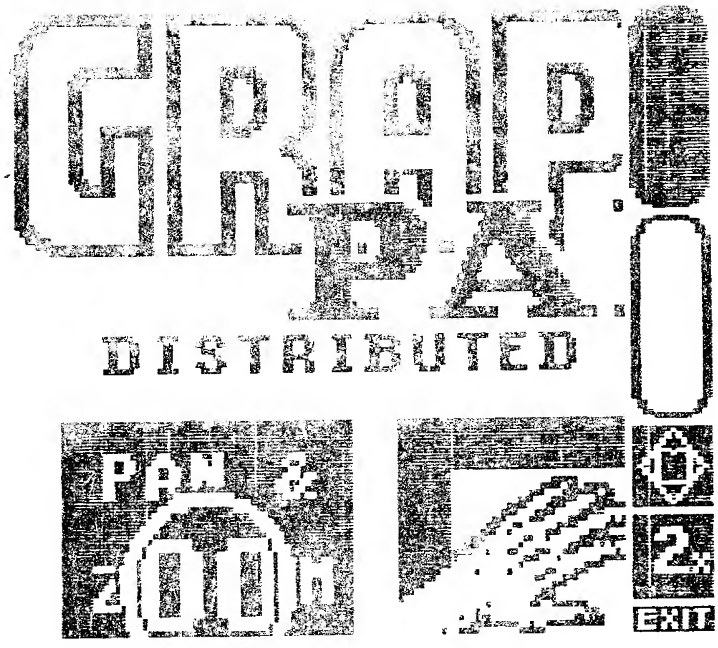
RETURN TO MENU - returns to MAIN MENU

PAN & ZOOM - depending upon the setting of the B&W or COLOR mode this function selects the proper PAN & ZOOM menu

MODE B&W COLOR - PAN & ZOOM mode

OOPS - restore picture prior to the previous PAN & ZOOM command

PMODE - pmode selection

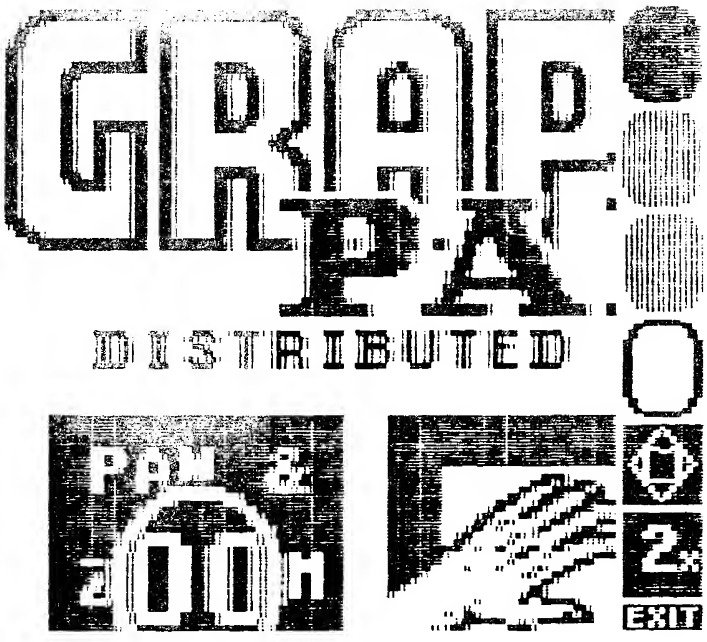


Selection of the B&W PAN & ZOOM enables changing and inspecting a picture in HI-RES black & white mode. The black and white color blocks on the right side of the screen are used to select the cursor (draw) color. The currently selected color is represented in the picture power box at the lower right by either a white charater indicating white or a black and white stripe indicating black. To change the color move the cursor to the appropriate box and press the "FIRE BUTTON". To change the picture power, place the cursor in the picture power box and press the "FIRE BUTTON". Repetitive changing of the picture power will change the power from 2 to 4 to 8 power then back to 2 power again. In the 8 power mode in both B&W and COLOR it is NOT possible to view or draw on the extreme right hand side of the picture. To draw in this area of the picture select either 2 or 4 power. To move another portion of the picture into the work area place the cursor into the diamond shaped select box just above the picture power select box and while pressing and holding the "FIRE BUTTON" move the joystick until the desired portion of the picture PANE into view. The size of the cursor is proportional to power size selected.

To draw just place the cursor at the desired position on the screen and press the "FIRE BUTTON". Holding the "FIRE BUTTON" down and dragging the cursor with the joystick will enable you to draw with the cursor color selected.

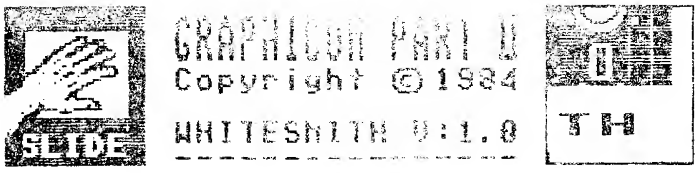
Placing the cursor into the EXIT box in the lower right corner and pressing the "FIRE BUTTON" will return control back to the PAN & ZOOM SUB-MENU.

PAN & ZOOM - COLOR MENU



The functions of the COLOR PAN & ZOOM are the same as the black and white except there are 2 additional color cursor select boxes of RED and BLUE.

The slide function is selected from the MAIN MENU by placing the select block around the SLIDE function block and pressing the "FIRE BUTTON". The purpose of the SLIDE function is to slide or exchange one portion of the picture with another.



RETURN TO MENU
LOOK AT SCREEN
SLIDE GRAPHICS
DEFINE WINDOW
MOVE WINDOW
OOPS
MODE COLOR
PMODE

The SLIDE SUB-MENU contains the previously discussed options of RETURN TO MENU, LOOK AT SCREEN, OOPS, MODE, and PMODE. The actual SLIDE functions are:

DEFINE WINDOW - used to define (with a box window) the portion of the screen that the slide function will be performed on. Selection of this option places the picture to be modified on the screen with top to bottom and left to right cross-hairs. Use the joystick to move the cross-hairs to define one corner of the window. When satisfied with the position of the cross-hairs press the "FIRE BUTTON" to lock the first corner of the window. Now move the joystick to set the opposite corner of the window. As you now move the joystick you will see the window box expand in proportion to the joystick movement. When satisfied with the window dimensions press the "FIRE BUTTON". The window for the slide function is now set and can only be changed by redefining.

MOVE WINDOW - this function will move the window as defined by the DEFINE WINDOW function to another portion of the screen. Use the joystick to reposition the window and press the "FIRE BUTTON" to lock its new position.

SLIDE GRAPHICS - this is the actual slide function. The

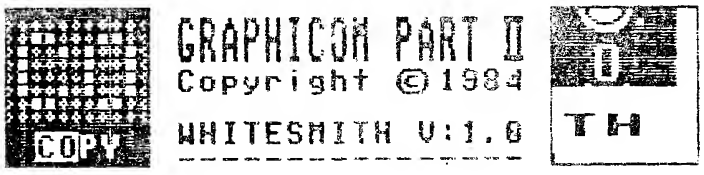
SLIDE takes place within the window defined by the DEFINE WINDOW. After selection, the picture will be displayed with the previously defined window, and cross-hairs centered within the window. Use the joystick to move the cross-hairs to the place within the window that you desire the SLIDE to start and press the "FIRE BUTTON". Another set of cross-hairs will now appear. Center the new set of cross-hairs to the position within the window that the SLIDE will go to and press the "FIRE BUTTON" to perform the SLIDE.

SLIDE is one of two functions within GRAPHICOM PART II that will take time to get used to and master. One of the more easily understood uses of SLIDE is to perform a top to bottom or bottom to top scroll of the entire screen by defining the entire screen as a window and just doing a verticle SLIDE. You could also do a left to right or right to left SLIDE of the entire picture.

SLIDE is most often used to swap or adjust large portions of the picture. SLIDE does not move a portion of the picture to another. SLIDE swaps a portion of the picture with another.

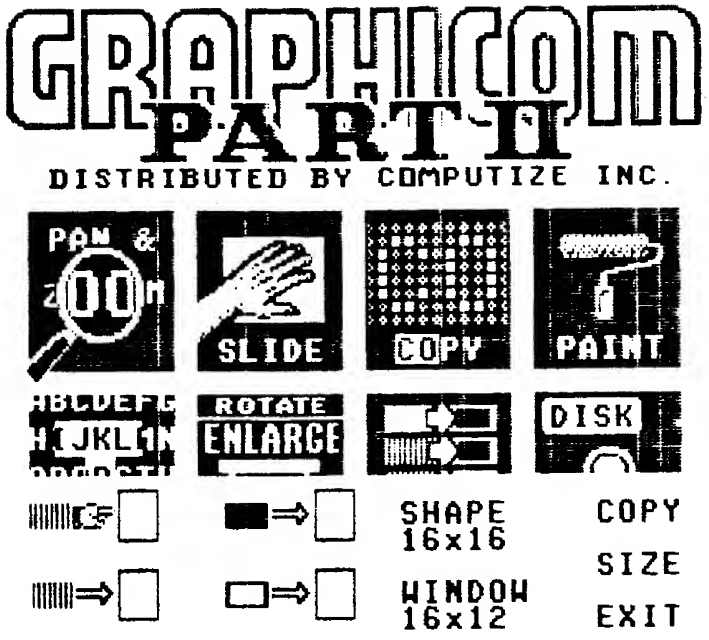
The COPY function is used to expand a small portion of the screen into the full screen while substituting small pictures for the red, blue, white, and black colors on the original picture.

COPY SUB-MENU



The COPY SUB-MENU contains the previously discussed RETURN TO MENU, LOOK AT SCREEN, OOPS, PMODE, and MODE options. The one additional option is the COPY SHAPE MENU.

COPY SHAPE MENU - selecting this option displays the upper portion of the picture to be worked on with the COPY SHAPE MENU in the lower portion.

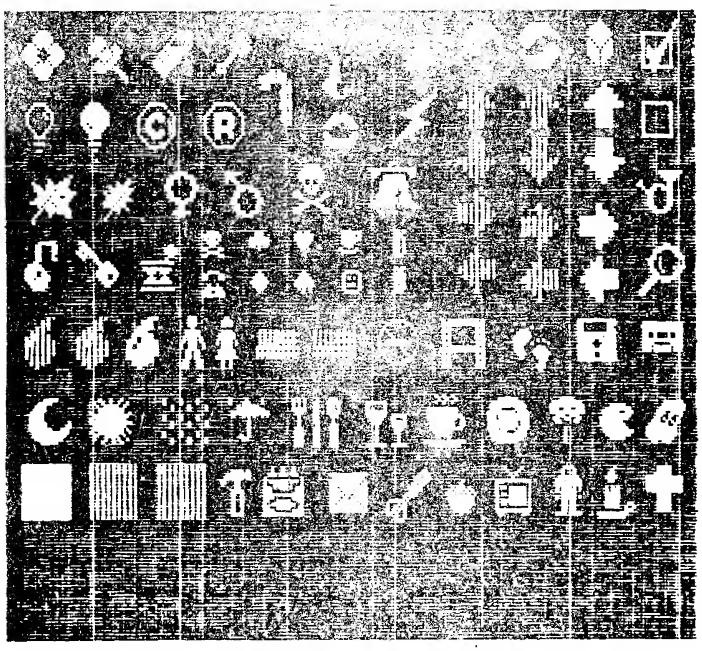


COPY SHAPE MENU

SIZE - using the joystick select the SHAPE and WINDOW size. Move the joystick up, down, left, or right to change the SHAPE and WINDOW sizes. The SHAPE and WINDOW sizes change in proportion to each other and at the same time. As the sizes are changing, the blocks alongside the color boxes change to show the actual SHAPE size. When the desired sizes are selected press the "FIRE BUTTON" to lock in the sizes.

Move the cursor to one of the color boxes to select the small picture that will replace that color on the picture to be worked on. Pressing the "FIRE BUTTON" when the cursor is pointing at one of the color boxes will select the screen that contains the smaller pictures to be used as replacements. This "SMALL PICTURE" screen is COPYTOY/PIC in the directory and may itself be changed. Move the select box to the small picture that you wish to use as the replacement for the color selected and press the "FIRE BUTTON". Continue selecting the small pictures until all four boxes beside each color are replaced by pictures.

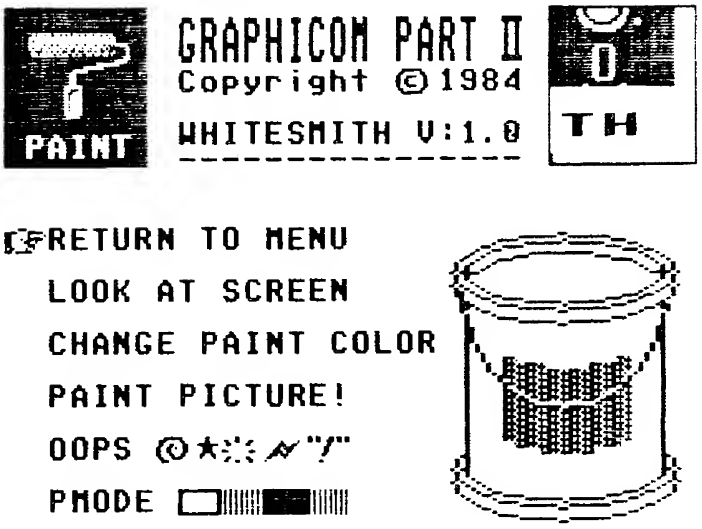
COPY - this selection [illegible] the entire picture to be worked on with the window in the upper left corner. Move the window with the joystick to [illegible] the picture that you want to perform the COPY [illegible] the "FIRE BUTTON". The COPY function will now take place, copying a small picture onto the screen and replacing each color (red, blue, white, or black) with the previously selected small picture. Press the "FIRE BUTTON" when the COPY function is completed to return to the COPY SHAPE MENU.



PAINT

The PAINT function is used to COLOR or PAINT portions of a picture. The colors and patterns used to do the painting are contained in a picture themselves and may be changed by you.

PAINT SUB-MENU

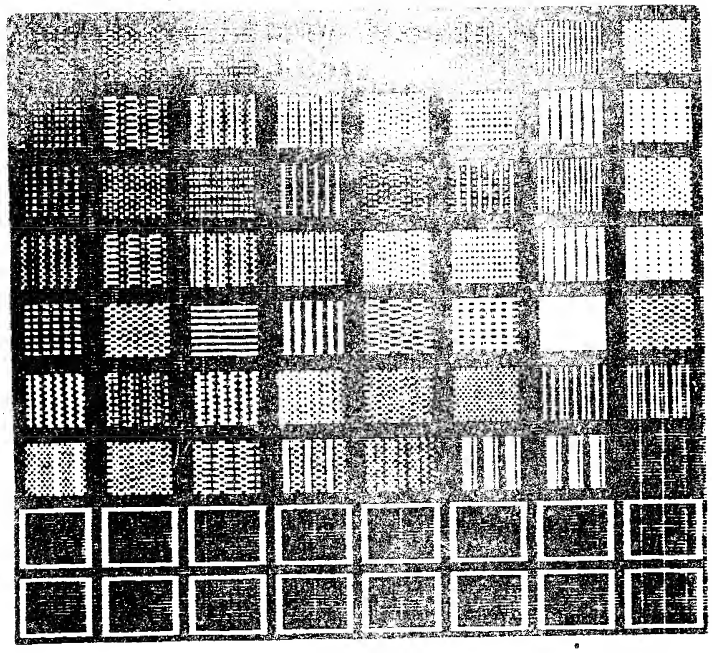


The PAINT SUB-MENU contains the previously discussed RETURN TO MENU, LOOK AT SCREEN, OOPS, and PMODE options. The two new options are CHANGE PAINT COLOR and PAINT PICTURE.

CHANGE PAINT COLOR - select this option to bring up the PATTERN/PIC picture to select the COLOR/PATTERN to use when painting. The picture will be displayed with a select block in the upper left hand corner. Use the joystick to move the select block to the desired COLOR/PATTERN and press the "FIRE BUTTON". Control will pass back to the PAINT SUB-MENU with the COLOR/PATTERN just selected displayed on the front of the PAINT CAN.

PAINT PICTURE - this selection will display the picture to be painted with full top to bottom and left to right cross-hairs. Position the cross-hairs within the place on the picture that you want to be painted and press the "FIRE BUTTON". The point that painting starts is 2 HI-RES pixels wide. Two HI-RES pixels are either red, blue, white, or black. The painting will start with the pixel pair selected and continue in all directions until another color pixel pair is encountered or

the picture border is [illegible], painting occurs on only red, blue, black, or [illegible].



This is a screen on the GRAPHICOM PART II program disk. The picture contains 2 rows of uncolored blocks at the bottom to allow you to add additional PAINT PATTERNS. To change or add PAINT PATTERNS bring in the PATTERN/PIC as a picture and use one of the picture modifying functions of GRAPHICOM PART II. The PAINT routine uses the first 8 pixels of the first row within each COLOR/PATTERN block and the first 8 pixels of the second row to actually do the painting. The remainder of the block is for readability only. After modifying the PATTERN/PIC save it back on the GRAPHICOM PART II program disk and restart GRAPHICOM PART II from the beginning to try the new PATTERN/PIC file. The COLOR/PATTERNS are loaded when GRAPHICOM PART II first starts and the authors felt it would be time consuming to reload it everytime the PAINT function was selected just to enable the new COLOR/PATTERN file. For the number of times the COLOR/PATTERN file is changed this is a valid tradeoff in LOADING time.

ROTATE - ENLARGE - REDUCE

This function allows a picture or a selected portion of a picture to be rotated from 0 to 360 degrees in as small as 1 degree increments and reduction or enlargement at the same time. With the use of the SPECIAL-FX option it is possible to give a picture a TUNNEL or FISHEYE vision effect.

ROTATE - ENLARGE - REDUCE SUB-MENU

RETURN TO MENU OOPS
LOOK AT SCREEN ROTATION 0°
PMODE TARGET SCREEN
MODE COLOR SPECIAL-FX

ROTATE/ENLARGE/REDUCE!

In addition to some of the previously defined options there are:

ROTATION 0 - this option will set the degrees of rotation from 0 that the picture will rotate. Selecting 0 degrees will not rotate the picture. To change the degree of rotation move the cursor to the option and press and hold the "FIRE BUTTON". While holding down the "FIRE BUTTON" push the joystick left or right to increase or decrease the degree of rotation.

TARGET SCREEN - this option will select the screen background if a reduction will take place. Use the "FIRE BUTTON" to toggle through the different screen colors until the desired color is established. Use the ABORT function to exit the TARGET SCREEN selection when the proper color screen is displayed.

SPECIAL-FX or PROPORTIONAL - using the "FIRE BUTTON" toggle between these two options. The PROPORTIONAL option will enlarge or reduce in direct proportion to the original picture or portion of that picture selected. The SPECIAL-FX option will enable the FISHEYE, TUNNEL VISION effect.

ROTATE/ENLARGE/REDUCE - this selection will display the picture in the work area with either cross-hairs or a select block depending on the SPECIAL-FX or PROPORTIONAL option selected. Move the cross-hairs or select block to the beginning of the area to be altered and press the "FIRE BUTTON". A second set of cross-hairs or select block will be displayed on the previously selected TARGET SCREEN. Move the cross-hairs or select block to the desired start position on the TARGET SCREEN and press the "FIRE BUTTON" to define the beginning of the area. Another set of cross-hairs or a select block will appear and move them to the end of the area that you desire on the TARGET screen. Pressing the "FIRE BUTTON" will set end of the TARGET area and start the ROTATE/ENLARGE/REDUCE.

N O T E

In the SPECIAL-FX mode it is possible to turn a picture around so that you are really looking at the back of the picture. This SPECIAL-FX feature is done by selecting the SPECIAL-FX mode and just defining the selected area and the TARGET area to be in opposite quadrants of the picture. I.E. define the selected area from the upper left to the lower right and the target area from the upper right to lower left. It can also invert the picture at the same time by going top to bottom.

PIXEL BLASTER

The PIXEL BLASTER function is used to change all of one HI-RES color (red, blue, white, or black) to another HI-RES color (red, blue, white, or black) within the bounds as defined by a window.

PIXEL BLASTER SUB-MENU

RETURN TO MENU
LOOK AT SCREEN
BLASTER MENU
DEFINE WINDOW
MOVE WINDOW
OOPS
PMODE

The familiar options are available in addition to:

DEFINE WINDOW - this selection will display the work screen picture with a small select block. Use the joystick to expand and position the select block into a window to define the BLAST area. Press the "FIRE BUTTON" to start and end the window definition.

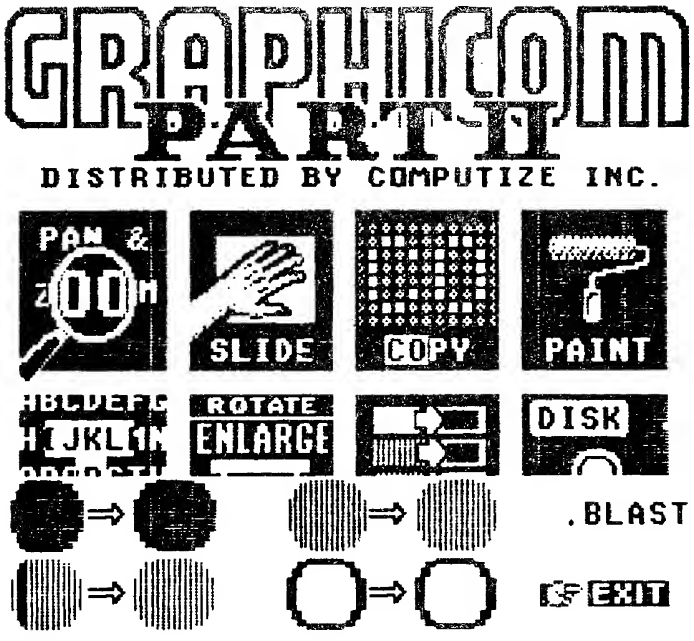
MOVE WINDOW - selection enables the movement of a previously defined window with the use of the joystick. Press the "FIRE BUTTON" when the window is properly positioned.

BLASTER MENU - selection of this option brings the work screen up with the BLASTER menu at the bottom. Move the cursor with the joystick to a color block and toggle through the colors with the "FIRE BUTTON" at that block to determine the color to be BLASTED to. Change each color block as desired then select the actual BLAST option by pressing the "FIRE BUTTON". The BLAST will be performed within the previously defined window, changing the colors within that window as specified by the BLAST menu.

After the PIXEL BLAST is completed control will return to the BLAST menu.

EXIT - select this option to return to the PIXEL BLASTER SUB-MENU

BLASTER MENU



CHARACTER EDITOR & TYPESETTER

The Character Editor & Typesetter allows the entering of text directly onto a picture with a wide number of character options and allows the creation of custom character sets.

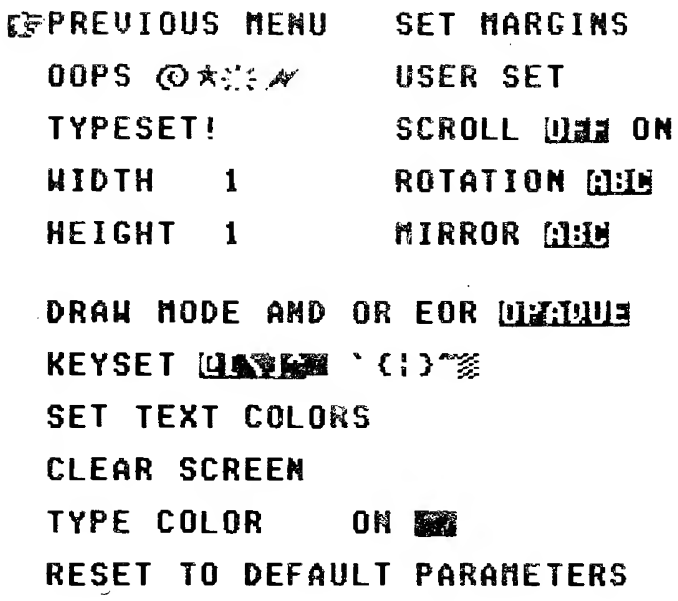
CHARACTER EDITOR & TYPESETTER - SUB-MENU

This sub-menu contains some of the normal options such as RETURN TO MENU, VIEW PICTURE, and PMODE. Additional options are:

TYPESETTER MENU - this option selects the TYPESETTER SUB-MENU

GO TO FONT EDITOR - selection of this option calls the CHARACTER EDITOR MODULE

TYPESETTER SUB-MENU



PREVIOUS MENU - returns control to the TYPESETTER CHARACTER EDITOR SUB-MENU

OOPS - cancels the text just entered with the TYPESET option

TYPESET! - enters the actual typesetting mode. The picture that you have in the work area is displayed with a flashing cursor. Use the keyboard to enter text onto the screen as desired. Use the keyboard arrow keys to move the cursor without modifying the picture. Shift<O> will toggle the upper case only with upper & lower case. Pressing the <BREAK> key will return control to the TYPESETTER SUB-MENU. The cursor size will indicate the size of the character about to be typed.

WIDTH - select width to change the character width. Repetitive pressing of the "FIRE BUTTON" will change the character width from 1 to 4 and back to 1 again.

HEIGHT - selects the character width. Repetitive pressing of the "FIRE BUTTON" will change the character width from 1 to 4 and back to 1 again. With the combination of WIDTH and HEIGHT it is possible to have 16 different character sizes of each character.

DRAW MODE AND OR EOR OPAQUE - selects the method on which the character is placed onto the picture. OPAQUE will place the character over any existing portion of the picture and is the method most often used. The other 3 methods interact with the picture information already on the screen when placing the character onto the picture. Try the different modes to find the one best suited to your needs.

KEYSET - this option toggles between the six characters displayed to indicate which set of characters will be placed onto the screen when the corresponding keys are pressed. The left hand set is normally what the COCO would produce in BASIC and the right hand set is a special redefinition of those keys.

SET TEXT COLORS - selection of this option will allow you to change the actual color of the character and the background it is placed on. After selection the COLOR/PATTERN picture from the paint function will be displayed with a select block in the upper left corner. Use the joystick to position the select block to a desired color and press the "FIRE BUTTON" to select that color. The select block will appear for a second time in the upper left corner. Move the select block to another color/pattern and press the "FIRE BUTTON" to select the second color. It does not matter which color you select here first as another option enables you to toggle between the selected color/patterns for background and foreground. After the second selection is made control is returned to the TYPESETTER SUB-MENU.

CLEAR SCREEN - this option will bring up the COLOR/PATTERN picture to enable setting of your work screen to all one color/pattern. Care should be taken when using this option as its result is clearing the picture currently in the work area to the selected color/pattern. When the COLOR/PATTERN picture is displayed with the select block in the corner, move the select block to the desired color/pattern and press the "FIRE BUTTON" to perform the option.

TYPE COLOR ON - this option sets the foreground and background color for the text. These are initially set to white ON black, but can be changed with the SET TEXT COLORS OPTION. Repetitive pressing of the "FIRE BUTTON" will toggle between the two color/patterns.

RESET TO DEFAULT PARAMETERS - selection of this option will set all of the TYPESETTER options back to their default values when the TYPESETTER was first entered.

SET MARGINS - this option will bring up the work screen with a cursor which can be expanded by the joystick movement to define the area on the work screen where the TYPESETTER can type. Press the "FIRE BUTTON" to lock in the MARGIN/WINDOW size.

USER SET - this option toggles the character set to be used between the system character set and a set loaded or defined by you with the CHARACTER EDITOR. Repetitive pressing of the "FIRE BUTTON" toggles between the two sets.

SCROLL OFF ON - enables or disables scrolling in the typesetter. With scrolling enabled it is possible to scroll TEXT and PICTURE off the top of the screen. The SCROLL ON option should be selected with care. Repetitive pressing of the "FIRE BUTTON" toggles between the two options.

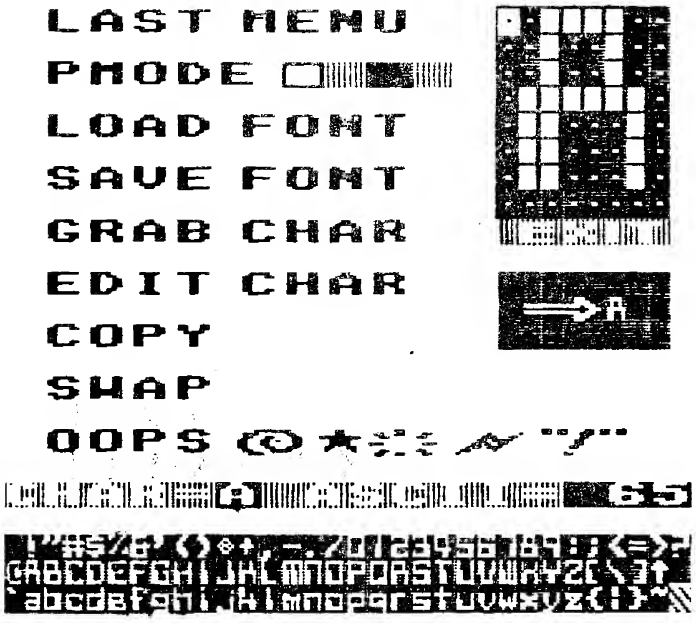
ROTATION - the rotation option enables the character set selected to be put onto the work screen upside down, left, right or normal. Again the "FIRE BUTTON" toggles between the options.

MIRROR - MIRROR will set the character set to a MIRROR-IMAGE of itself. The "FIRE BUTTON" toggles between the options.

N O T E

The use of the above options only changes the character set for its use on the currently selected session and DOES NOT change the character set permanently.

CHARACTER EDITOR - SUB-MENU



New options on this SUB-MENU are:

LOAD FONT - selection will display a message asking that a FONTS DISK or a disk that contains fonts be placed in the designated drive. The system is supplied with the SYSTEM set and one additional set (DATA70) on the GRAPHICOM PART II program disk. Optional FONTS DISKS are available from COMPUTIZE, INC. After placing the appropriate disk into the proper drive press the "FIRE BUTTON" to display the FONT DISK directory. Move the cursor to desired FONT and press the "FIRE BUTTON" to load that font. This menu works in the same fashion as the DISK ACCESS menu.

SAVE FONT - save FONT will save the current font set onto a FONTS disk or a disk that you desire the font to be on. The SAVE font works in the same manner as the SAVE picture in the DISK ACCESS menu.

GRAB CHARACTER - selection will place the cursor onto the CHARACTER FONT at the bottom of the screen. Move the cursor with the joystick to the character that will be overlaid with the GRAB option. Press the "FIRE BUTTON" to select the character to be overlaid. The picture in the work area will be displayed with an 8 pixel by 8 pixel select block. Move the select block with the joystick to the desired portion of the screen that you want to grab and press the "FIRE BUTTON" to grab it. The display returns to the CHARACTER EDITOR SUB-MENU with the 8 by 8 pixel area just grabbed in the FONT area at the bottom and exploded into the character work area.

EDIT CHAR - this option allows creating or changing the currently selected character in the character work area. When first selected the cursor is moved down to the FONT area. Move the cursor with the joystick to the desired character and press the "FIRE BUTTON". The selected character is displayed in the character work area, by itself in the block just below the character work area, and in a line just above the FONT area with its ASCII equivalent.

COPY - copy allows the copying of one character to another. Selection will put the cursor in the FONT area. Move the cursor onto the character to be copied and press the "FIRE BUTTON". The cursor will be shown again. Place the cursor to the area where the just selected character will be copied to and press the "FIRE BUTTON".

SWAP - swap will exchange two characters in the FONT area with each other and works in much the same way that COPY did.

N O T E

GRAPHICOM PART II character fonts occupy an 8 by 8 pixel area. The original GRAPHICOM text FONTS occupy an 8 by 12 pixel area and may not entirely fit into a GRAPHICOM PART II character FONT. To bring in your favorite text FONT from the original GRAPHICOM use DISK ACCESS to load it into a picture and use the GRAB option to set it into a GRAPHICOM PART II FONT. To transfer a GRAPHICOM PART II font to the original GRAPHICOM clear the screen and type each character with the TYPESETTER onto a blank screen allowing space between each character. Then save the picture onto a GRAPHICOM format picture disk. Use the "STAMP FUNCTION" of original GRAPHICOM to move the characters into the keyboard blocks.

The information within the 8 by 8 pixel area does not have to be a character, it can be anything that will fit into that area. Small designs and COLOR/PATTERNS could be put into the area allowing the keyboard to enter that area onto a picture when in the TYPESETTER.